

METAL-CLAD

THE QUEST FOR TECHNOLOGICAL KNOWLEDGE

led many to the plane of Mechanus, but a number of those who traveled the planes to this location could not return, and for hundreds, even thousands of years they were transformed into what we are now. Half humanoid and half metal, Mechanus made us this way, our ancestors came here seeking knowledge of technology, and we became touched by the plane because of it.

This adaption formed our bodies into five; five kin who have helped in shaping Mechanus into the home it is now. Flowing rivers of mercury, polished plains of metal plating, forests of copper and mountains of iron, Mechanus has become ours as much as the Modrons who were made here. The only pause, the only worry that we all share, is whether or not we're even welcome here, as no force has guided that answer to us.

– Hallister Quin, Historian of the Palladium City

CHILDREN OF MECHANUS

Long ago when technology was beginning to match the might of magic, a large collection of humans ventured forth to the plane of Mechanus in hopes of comprehending the plane of machines, in an effort to gain more technological knowledge. Upon arrival, the plane was harsh, and these people barely survived, yet after many difficult years, through generation and generation, their human bodies slowly adapted from the influence of the plane into the Metal-clad. Part flesh, part metal, they evolved to make this plane their home.

The Metal-clad of Mechanus have large metal sections like that of patches over their body, covering on average 50 percent or more of their exterior bodies. Some of these sections are relatively small as to only cover details and other sections include large areas of the body. The Metal-clad are separated into five groupings, subraces, differentiated by the kind of metal they seem to have a part of themselves. Iron, copper, silver, gold, and platinum. Their eyes and hair taking on these same metallic appearances.

As they lived on the plane, their technological knowledge grew, and cities were built. The Modrons offered no communication spite the attempts of the Metal-clad, the powers that preside over the plane have never shown themselves to the Metal-clad. Leading the peoples of these cities, this new race to wonder, are they even welcome, would the Modrons and their sovereign creator or creators allow them to stay for much longer.

DEDICATED AND STRONG

The Metal-clad people are strong, tempered to the plane they spent so long adapting too. Their metallic bodies gave them the fortitude to endure constant strain and struggle as where their pursuit for knowledge led them to have a stronger sense of dedication and focus.

The technological knowledge that was the goal for the ancestral humans who came to Mechanus have led to great cities on the plane filled with incredible technology and machines. The Palladium City, a polished shining series of towers that stand like spears of light out of the plated plains of Mechanus. Technology that even allows them to tap into the magical pathways between planes yet doing so requires much energy, which rarely maintains a stable connection. However, this has allowed many of the Metal-clad to venture to their forebearers home of the Material Plane.

While magic still has a place with the Metal-clad societies of Mechanus, their technological craftsmanship has replaced much of the need for arcane and divine magics.

METAL-CLAD LANDS

The sudden appearance of humans on the plane of Mechanus had an adverse effect on the plane itself, most believe that the humans transformed parts of the plane into variations of what world they came from, reflections the Material Plane. Formed on top of the large rotating gears that makes up the plane of Mechanus are forests of copper, mountains of iron, seas of mercury, plains of silver, and more.

However, some of the Metal-clad who call the plane of Mechanus their home, who revere and even worship Primus, the highest power of Mechanus, believe that while Primus has been silent and distant to the Metal-clad, that it was in fact it who changed the land to help the humans who ventured here aiding them in their struggles.

METAL-CLAD NAMES

Metal-clad who are raised on the Material Plane use the naming schemes of the peoples they are raised among. For the Metal-clad who were born and raised on the plane of Mechanus they use the names carried over from the humans who came from the Material Plane.

METAL-CLAD TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Age. Metal-Clad have lifespans equivalent to humans.

Alignment. Metal-Clad tend toward no particular alignment. The best and the worst are found among them.

Size. Metal-Clad are as varied as humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Composite Plating. You have natural metal plating on the exterior of your body, granting you a +1 bonus to your AC.

Hybrid Nature. You have two creature types: construct and humanoid. You can be affected by a game effect if it works on either of your creature types.

Languages. You can speak, read, and write Common.

Subrace. The Metal-clad are made up of five different subraces, peoples who hail from different regions of environments of Mechanus. These subraces are Iron, Copper, Silver, Gold, and Platinum. Choose one of these subraces.

IRON

The Iron Metal-clad otherwise known as Iron-clad come from the more mountains regions of Mechanus. The metal that covers portions of their body resembles iron.

Ability Score Increase. Your Strength score increases by 2.

Powerful Build. You count as one size larger when determining your carrying capacity.

Iron Durability. Your hit points maximum increase by 1, and it increases by 1 every time you gain a level.

COPPER

The Copper Metal-clad otherwise known as Copper-clad come from the forest regions of Mechanus. The metal that covers portions of their body resembles copper.

Ability Score Increase. Your Charisma score increases by 2.

Strong Willed. You have advantage on saving throws against being charmed.

Conductivity. Anytime you take lightning damage, your next melee attack before the end of your next turn deals an additional 1d8 lightning damage. The lightning damage you deal cannot exceed the lightning damage that you had taken.

SILVER

The Silver Metal-clad otherwise known as Silver-clad come from the shores and coastlines of Mechanus. The metal that covers portions of their body resembles silver.

Ability Score Increase. Your Intelligence score increases by 2.

Metalurgy. Whenever you make an Intelligence (History) check related to the properties of a metal object or construct, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Conductivity. Anytime you take lightning damage, your next melee attack before the end of your next turn deals an additional 1d8 lightning damage. The Lightning damage you deal cannot exceed the lightning damage that you had taken.

GOLD

The Gold Metal-clad otherwise known as Gold-clad come from the more desert regions of Mechanus. The metal that covers portions of their body resembles gold.

Ability Score Increase. Your Dexterity score increases by 2.

Distracting Greed. You gain proficiency with the Persuasion skill.

Non-reactive. You gain resistance to acid damage.

PLATINUM

The Platinum Metal-clad otherwise known as Platinum-clad come from the plains and fields of Mechanus. The metal that covers portions of their body resembles platinum.

Ability Score Increase. Your Wisdom score increases by 2.

Insightful. You gain proficiency with the Insight skill.

Non-reactive. You gain resistance to acid damage.

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